

GAME BOY ADVANCE

AGB-BLAE-USA

SCRABBLE[®]

CROSSWORD GAME

Blast!

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)



Licensed by:

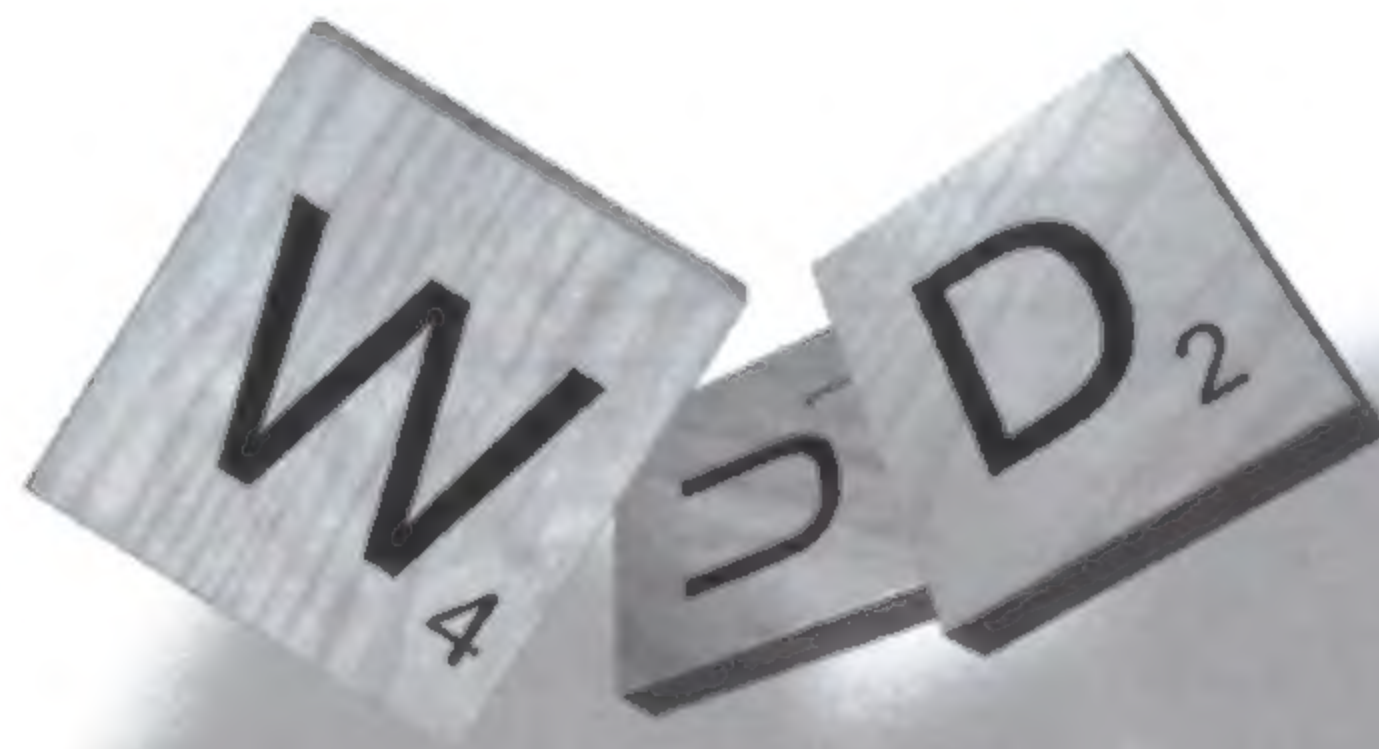


THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



CONTENTS

GETTING STARTED	4
GAME CONTROLS	5
GAME MODES	6
OPTIONS	8
THE GAME	8
THE MODES	10
SCORING SYSTEM	11
BONUSES	14
END SEQUENCES	15
CREDITS	16



GETTING STARTED

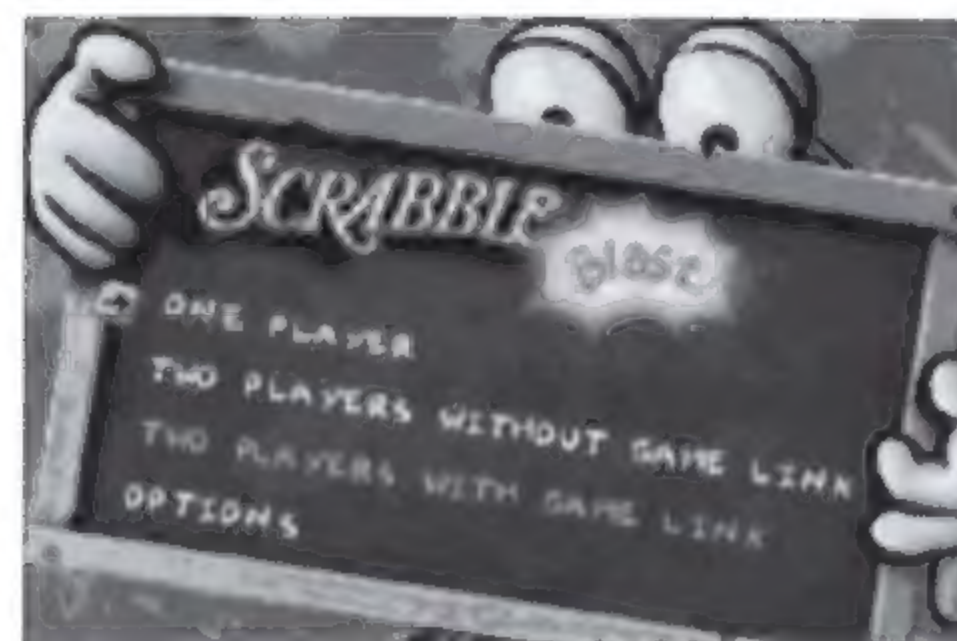
Correctly insert the Scrabble® Blast! Game Pak in your Game Boy® Advance system. Switch the Game Boy® Advance on.

WARNING: Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

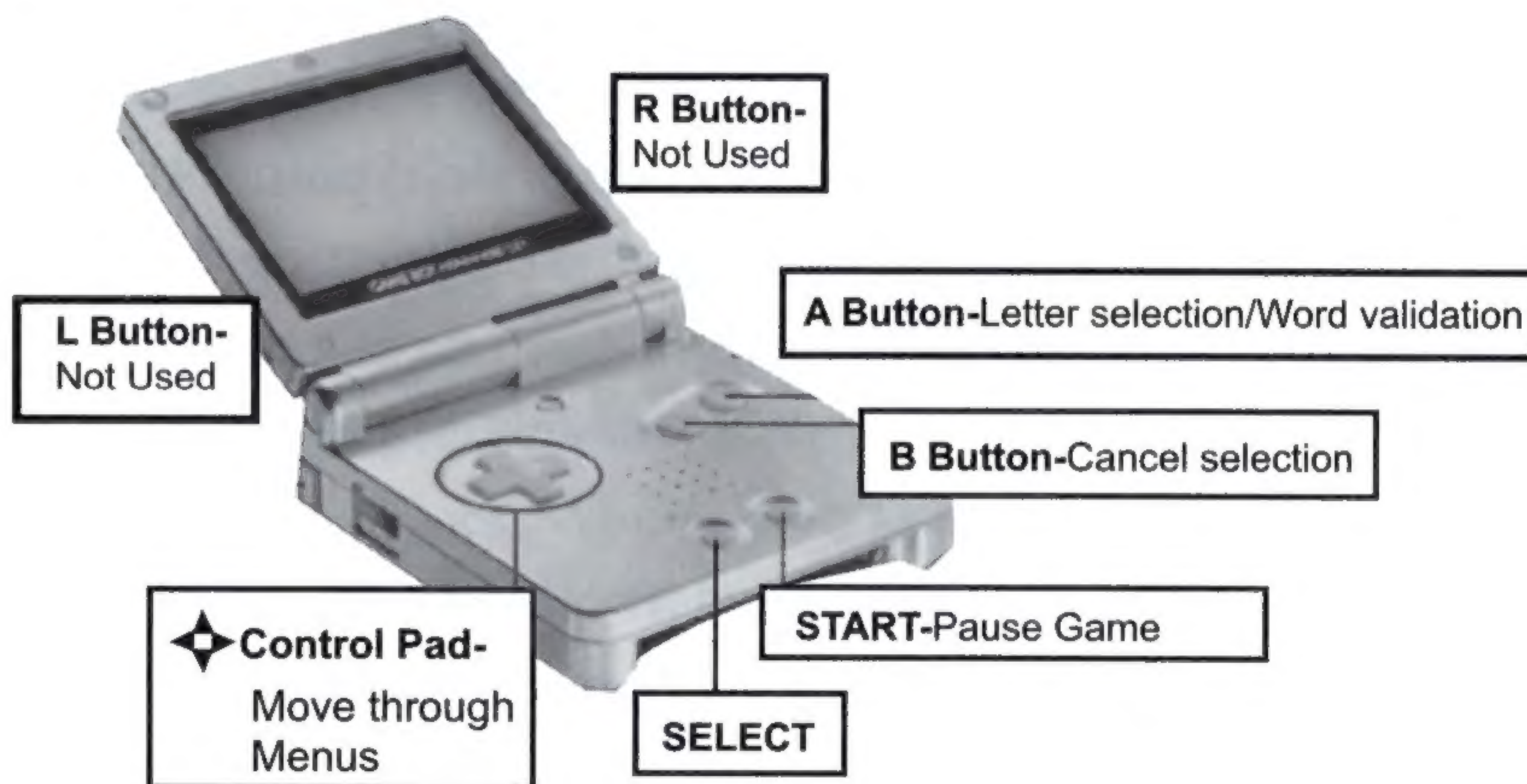
STARTING THE GAME

You will be brought to the Title and Main Menu screen. On the Main Menu screen, you can choose 1 or 2 player's game and access the options. 2 players can help or compete on one Game Boy® Advance system by selecting 2 PLAYERS WITHOUT GAME LINK mode.

Note: 2 PLAYERS WITH GAME LINK is available only when a Game Link® cable is detected.



GAME CONTROLS



MENU CONTROLS

+ Control Pad	Cycle through current selections
A Button (or START)	Select the currently highlighted selection
B Button	Go back to the previous screen

GAME MODES SELECTION

Classic: You have a choice of the number of tiles that will fall down the screen.

Take your time to find the best words and be sure to see if you can find a 7 letter one. See how many big words you can complete.

Points: To continue you have to get a set number of points within a time limit.

Words: This mode turns everything on its head by getting the maximum score with a limited number of words.

Survival: Is based upon the theory that you gain time by making words. When you run out of words, you run out of time.

Action-Puzzle: You have clocks falling down the screen. If they reach the bottom, it is the end of the game. If you make a word from a square that has a clock in the

background the clock disappears and the game continues.

Panic: Don't Panic! For 2 players (Game Link® cable needed to play), you get rid of the clock and pass it over to your companions screen before it gets to the bottom of your own. Passing the clock backwards and forwards is Scrabble Blast with a difference for you and a friend to enjoy.

Puzzle: Ten words in each level make up the score and each level gets harder as you progress. Each time a word is completed, all clocks showing fall a further block down the board. When any of the clocks hit the bottom line on the next word, the game will be over. Making words over a clock makes it disappear and covering multiple clocks not only makes them disappear but also gives you higher scores.

Action: Score as much as you can with as many words as you can. After 10 words, the level changes. At varied time intervals, depending on the level, all the clocks on the board fall down one block. When any of the clocks hit the bottom line on the next word, the game will be over. Making words over a clock makes it disappear and covering multiple clocks not only makes them disappear but also gives you higher scores.

Note: The game is scored according to the official rules of Scrabble. Words are scored according to the official tile values along with the official bonus square scoring convention.

OPTIONS

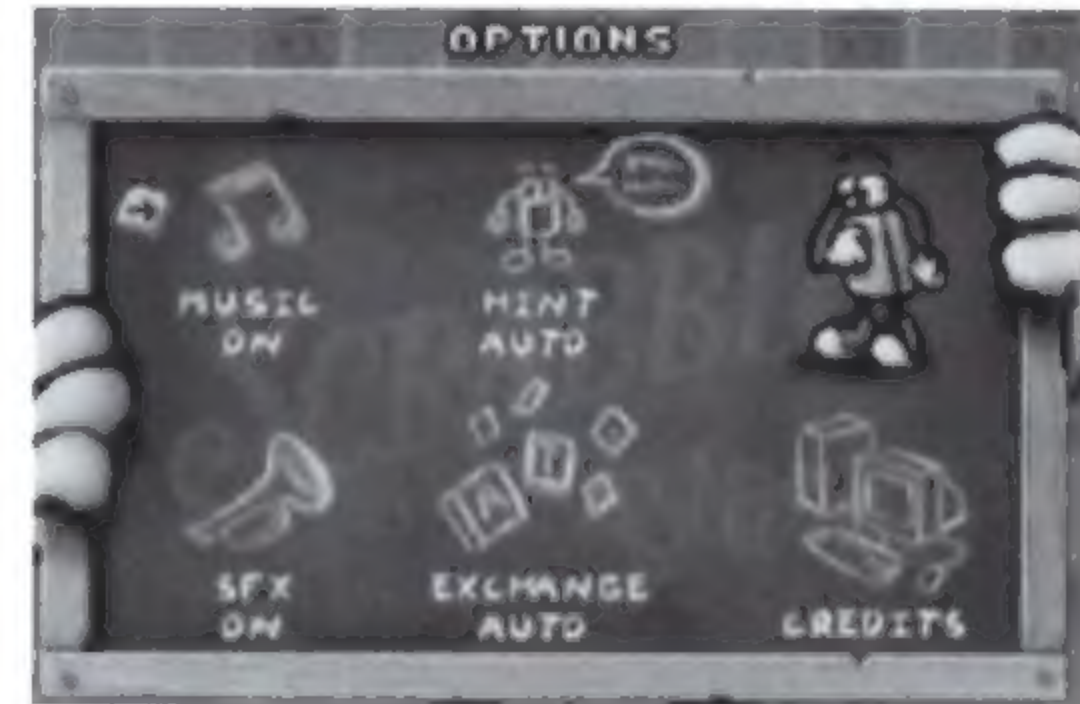
MUSIC: Play the game with or without music.

SFX: Play the game with or without sounds effects.

HINT: Play with or without hints.

EXCHANGE: Play with or without exchanges.

CREDITS: Display the names of the people who created this game.



THE GAME SCREEN DISPLAY

The playfield is on the right side of the screen.

On the left side, you will find the following information:

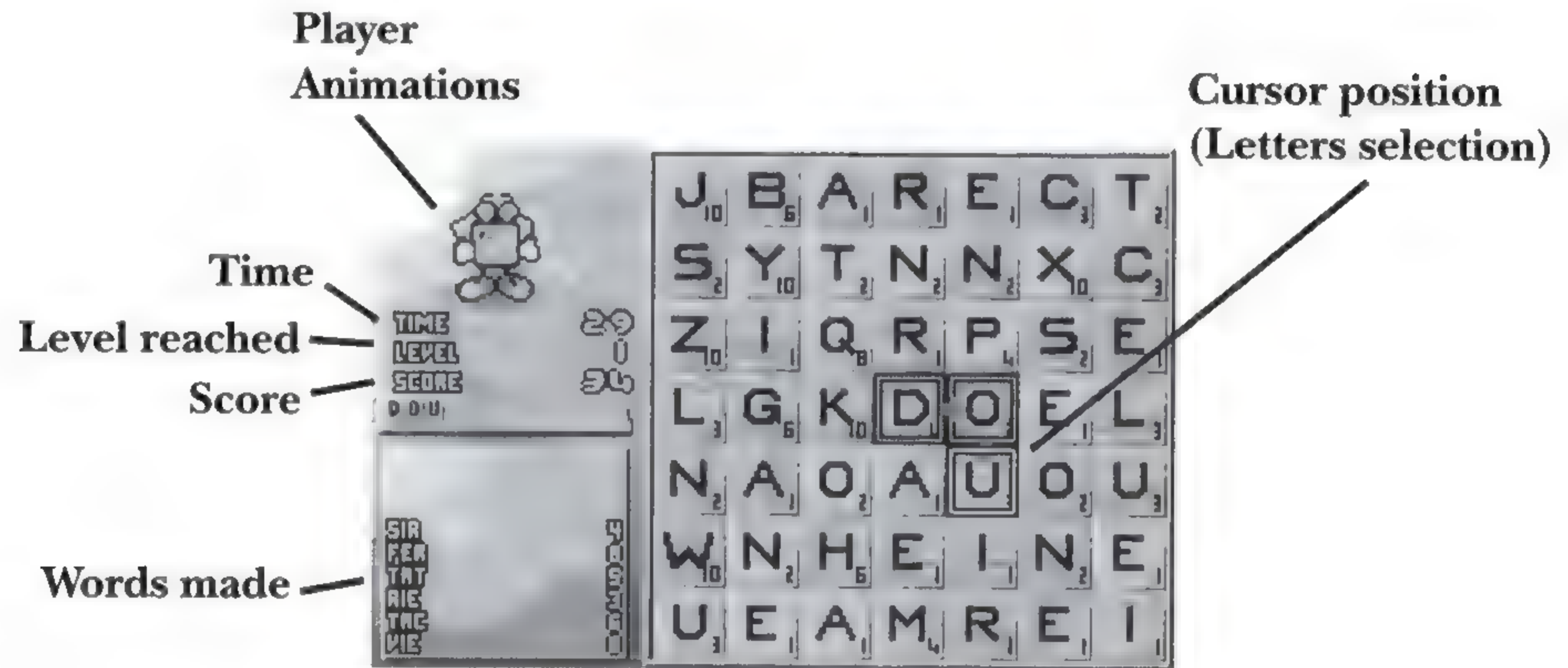


Level: Level reached.

Words: Words made during the current level.

Score: Current score.

Time: Lasting time (mode SURVIVAL).



HOW TO PLAY

The cursor can be freely moved over the playfield. A word can be created by selecting character by character. Choose a character and select it with

the A Button. Once a character has been selected, the sequential character must touch the first one (8 directions). When the player wishes to validate his created word, he must press the A Button a second time on the last character selected.

THE MODES

Classic: Clear the scrabble board to win. You have a choice at the start of the game of either 100, 200 or 300 characters in the Scrabble bag to play with and score as much as possible.

Points: Make a set score within a time limit.

Words: Make a maximum score with a preset number of words.

Survival: Making words increases the time limit which is always counting down. When the time limit hits 0, the game will be over.

Panic: (Multiplayer) Players must make words in order to make the clock on their screen disappear to the other players screen. They have to "pass the clock back" as soon as possible to the other player so as not to get caught. The game is set to randomly stop, and if you have the clock when the game finishes you loose.

MULTI-PLAYER MODE: (Panic Game option)

Multi-Player mode will allow you to play against any friend who owns their own copy of Scrabble Blast. To use multiplayer mode, the Game Boy® Advance systems must first be connected using a Game Boy® Advance Game Link® cable. Once this is done, select the Panic option from the choice of modes to play on the Main Menu on both Game Boy® Advance systems.

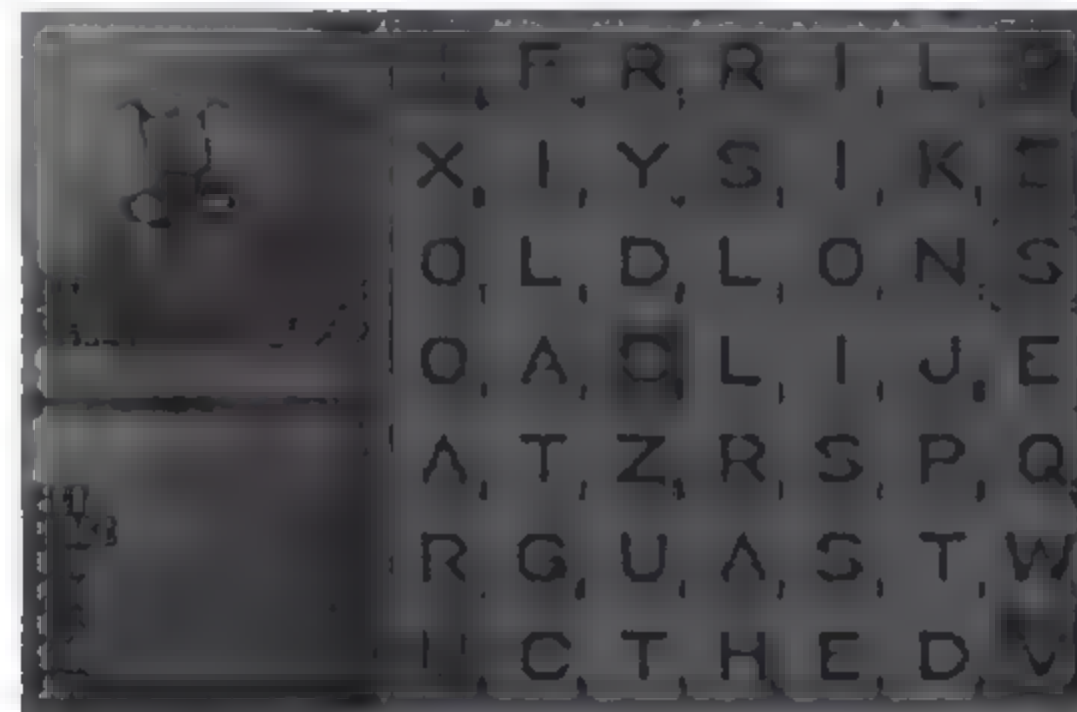
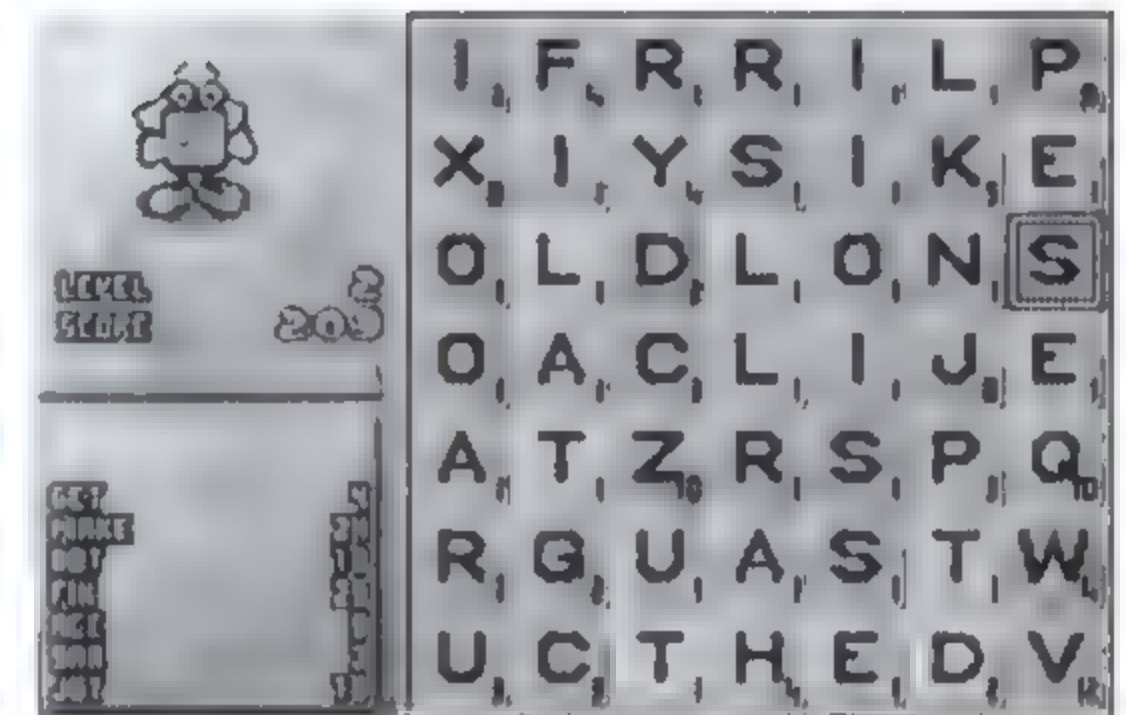
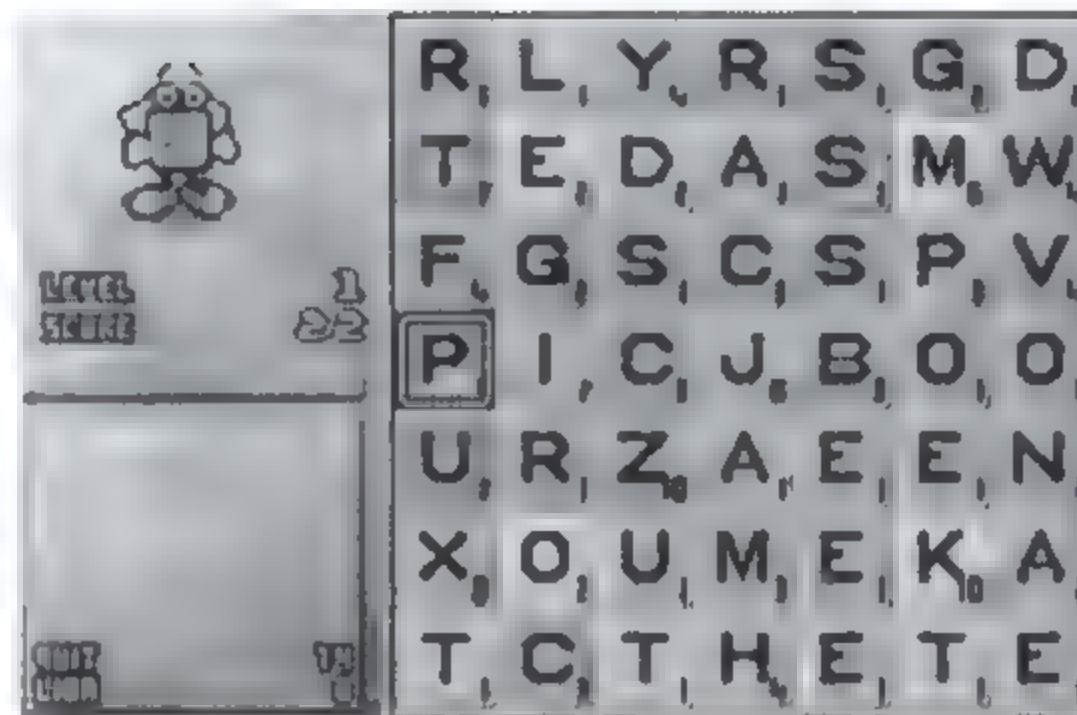
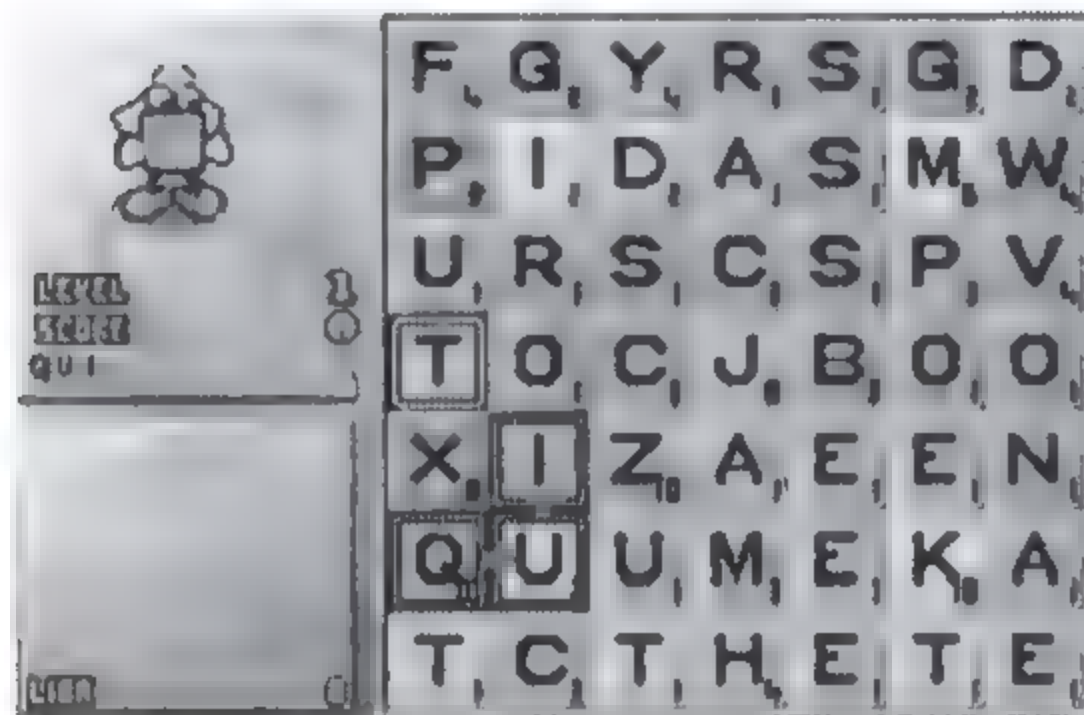
SCORING SYSTEM

Press Select at any time during the game to bring up the following rules. Press the A Button or the B Button to scroll through the pages.

1. The score value of each letter is indicated by a number at the bottom of the tile.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.
3. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

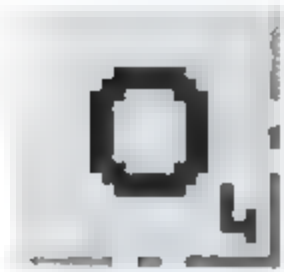
4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square: it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count).
5. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
6. For a Scrabble Blast special bonus, points are added on word size:
- a. 5 letter word = +2
 - b. 6 letter word = +5
 - c. 7 letter word = +10
 - d. 8 letter word = +25
 - e. 9 letter word = +50
 - f. 10 letter word = +75
7. PLUS The total is multiplied again when a Clock or a number of Clocks are used at the same time.

- a. 1 Clock x2
- b. 2 Clocks x3
- c. 3 Clocks x4
- d. 4 Clocks x5



BONUSES

Use bonus cases to make valuable words:



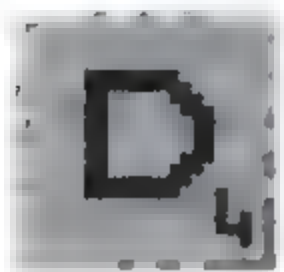
Double character points.



Triple character points.



Double word points.



Triple word points.

END SEQUENCES

Hint: Don't use HINTS or EXCHANGE!!!



CREDITS

Scrabble Blast Game Design
Developed by Funkitron

Developed By
Visual Impact Productions
Development Director
Claude Verstraeten

Programmer
Nicolas Sevez

Graphics Artists
Lionel Cailland
Martin Schuchewytsch

QA Manager
David Juhens

Music and Sound Effects
Frederic Zavui

Published By
Destination Software Inc.

Vp Development
Paul Tresise

Eci Testing

Md
R Young

Head Of Testing Development
Len Latut

Sales And Marketing
Russ Patiele

Testers
Stuart Appleton
Kevin Russell
Nutty Smith

Management
Ratan S Murali
Sharad Chaturvedi

Lead Tester
Nagraj Bitla

Testers
Rajesh G S
Jaydeep Sarkar
Raviraj Moily
Jeffin Paul Raj
Ritesh Kosarkar
Remesh Kumar R



SCRABBLE, the distinctive game board and letter tiles, and all associated logos are trademarks of Hasbro in the United States and Canada and are used with permission. © 2004 Hasbro. All Rights Reserved.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

END-USER LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Destination Software, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSABLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

NOTES

NOTES

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA